

# NECROPOLIS OF THE MAILED FIST

## BACKGROUND

For thirteen generations, the Empire of the Iron Falcon has interred its most sacred dead and mythic relics in the Necropolis of the Mailed Fist. Erected by the first emperor in the shadow of the Tower of the North Wind, the Necropolis was a testament to humanity's ability to conquer the unforgiving Lands of the Falling Wall.

However, the Necropolis contains more than regal dead and artifacts hard-won through the Iron Legion's conquest of Gaea's distant civilizations. Unknown to thirteen generations of Imperial subjects, the first emperor was born of an erinyes demon mother, and it is the secret of this infernal parentage that is buried within the forbidden vaults of the Necropolis.

While the first emperor was adept at hiding his subtle infernal features, his twin sisters were not so blessed, and to protect his nascent reign the first emperor exiled his sisters. For decades, they wandered the Bleak Expanse, seeking refuge among giants and cursing their demagogue brother's betrayal.

On their last day on this plane, frostbitten and wracked by hunger, the twin sisters cried out to their fiendish mother for retribution. She granted her daughters their wish.

Now, on the eve of the 250th Founder's Day, a rotting wind blighted the capitol of Stormhold, followed by an invasion force of long-dead Iron Legion warriors roused from death.

Before the undead phalanxes tore down the Tower of Triumph, the Council of Six divined the source of the siege – the **Necropolis of the Mailed Fist**.

## SUMMARY

*Necropolis of the Mailed Fist* is a four-session dark fantasy campaign played once or twice a month. Each session lasts 2.5 hours.

Like *Tomb of Mercy*, *Necropolis of the Mailed Fist* is a timed dungeon delving campaign that rewards aggressive play. You will battle monsters, evade traps, and solve puzzles.

This campaign will be played using the *Faith & Fire* ruleset, the same as *Tomb of Mercy*. You may choose to play as one of six daughters:

- Daughter of Ashes
- Daughter of Fury
- Daughter of Judgment
- Daughter of Malice
- Daughter of Mercy
- Daughter of Wrath

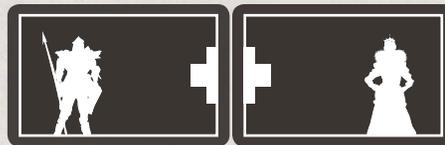




## BLESSED LINEAGE

Each daughter in this crusade is the child of a Lord and Lady who rules over the several city-states that swear fealty to the Empire of the Iron Falcon.

At the start of the crusade, each daughter shall draw two **lineage cards**: one Lord card (father), and one Lady card (mother). When placed side-by-side, these cards will describe an ability that daughter may use once during the crusade.



Some daughters' paternal or maternal lineage may be unknown at the start of the crusade, though the secret vaults of the Necropolis likely bear clues.

## THE NEW EMPRESS

The living Emperor has been slain in the undead invasion. At the start of the crusade, nominate one daughter to be the **new empress**. Should you be victorious in halting the undead, your people shall hail the new empress as their ruler and savior.

The Overlord will give the new empress a veil to wear for the duration of each session. No other players may look at her in the face when speaking and must refer to her as “your Grace.”

This includes the Overlord.

As the new empress, the chosen daughter:

- Always acts first in battle, or may name another daughter to act first.
- Has the final say on group decisions and communicates these decisions to the Overlord.
- Must speak for the daughters and make difficult choices presented to her alone by the Overlord, including demands for a sacrifice.
- Allocates glory tokens (see below).

## DEATH AND FRÖSTBITE

Each time a daughter dies within the Necropolis, the malevolent cold gathers. The Overlord places one **frostbite token** near the candles. If the new empress is slain, the Overlord instead places three frostbite tokens near the candles.

The Overlord may spend frostbite tokens during an encounter to bring harmful effects down upon the daughters or force the re-rolling of dice.

## GLÖRY TRIALS

At various points throughout the crusade, the Overlord will present the daughters with **glory trials**: optional challenges that earn glory tokens to be allocated by the new empress.

Glory tokens can be spent by a daughter like fury points to take an additional turn in an encounter.

Alternatively, glory can be spent to cancel frostbite.